



Committed a
party foul
enraging your
barbarian host.



Your once-friendly
druid seeks
revenge, as you
never watered
their plants while
they were away.



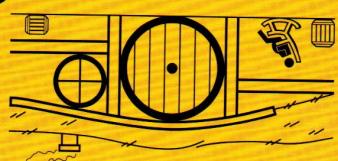
An imp has
tricked you into
taking a quest
on the imp world
of annoying imps.



The bridge trolls
have raised their
tolls and now you
can only afford to
live in a hole.



The giant eagles
are tired of you
using them like a
taxi service.



Got to lazy to
save the world
after living among
the halflings.



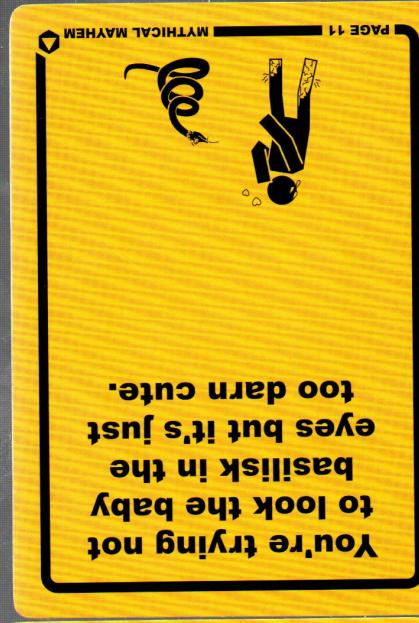
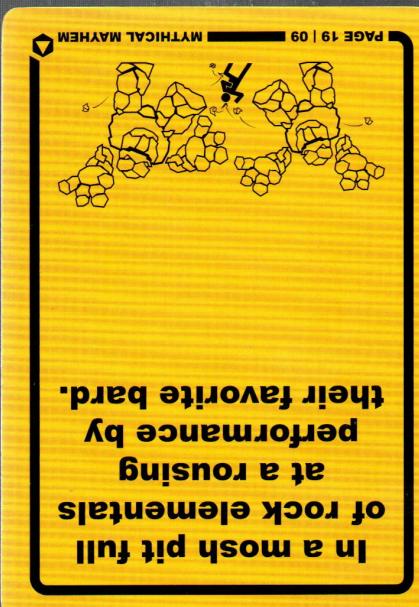
A creative
conjuror has
summoned highly
radioactive
elements
against you.

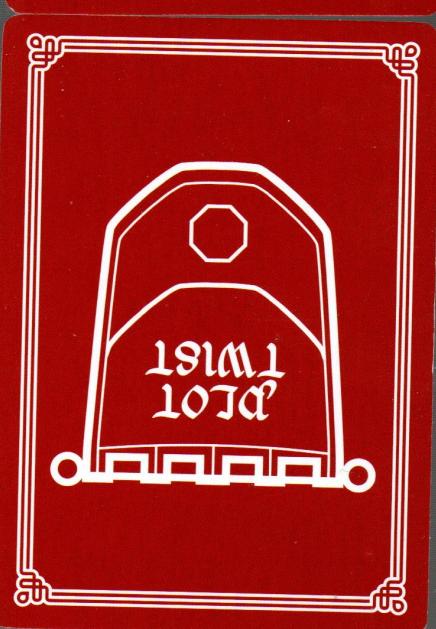


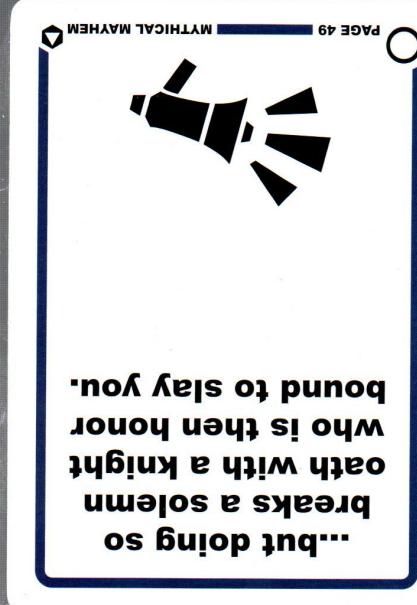
You just broke
the hour glass of
time and time is
running out.

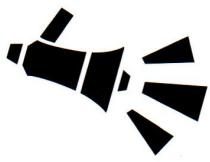


A Griffin is
turning your
house into its
nest.

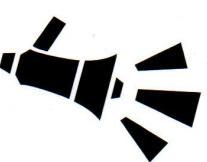








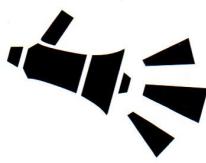
...but your class is
unable to wield
such an item.



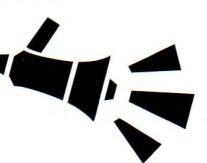
...but a spell of
invisibility was
cast over the area!



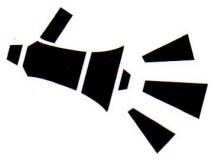
Everyone discards
all Tools from their
hand and draw
three new Tools.
*Play immediately
thieves.
...robbed by



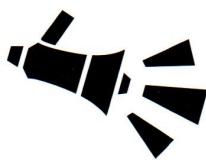
...but your path
is now blocked
by a bunch of
regenerating
thorns.



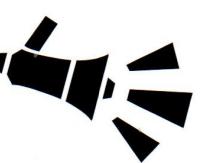
...in a magical
manastorm!



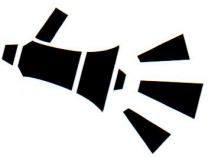
...which have
powers have
deemed the need
to be weakened
to better their
entertainment.



...but you can
only run in circles.



...but a powerful
presence
corrupts you
when using it.



...cursed to draw
all projectiles
at yourself.

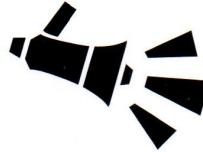
20 "...Add 1 Plot Twist
to your hand.

19 "...Apply from the
deck 1 Plot Twist.

18 "...Apply from the
deck 2 Plot Twists.

PERCEPTION
CHECK...

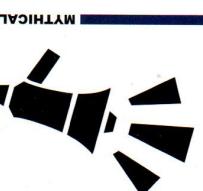
17 "...With wizard
hunters in hot
pursuit due to your
reckless use of
arcane power.
16 ...but it completely
drains all magic
from within
your body.



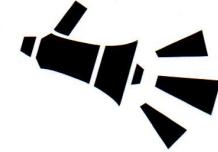
15 Discard your Tool

14 *Roll 10 or less
...Appraisal check.

13 "...but your guild's
standards are so
low it's doubtful
you can do it
at all.

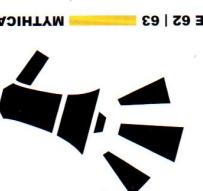


12 ...but results in
losings your closest
companions due
to jealousy.

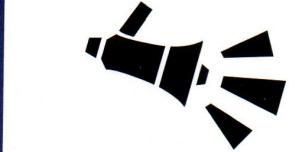
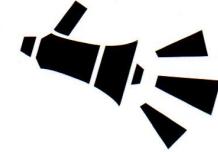


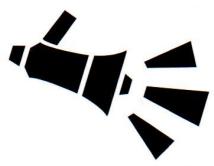
11 "...but your boots
are made of lead.

10 "...while in the
slowly closing
maw of a giant
serpent!

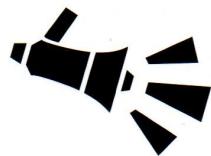


9 "...but it has
been lost in
your seemingly
bottomless bag.

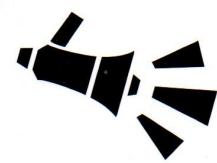




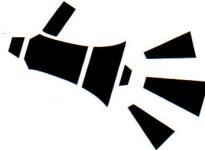
...but it has
terrible balance,
throwing off
your aim.



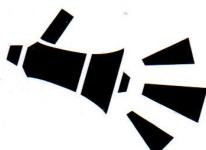
...but your mind
becomes like
that of an ogre.



...and the curse
placed on you
as a child is
beginning to
act up again.



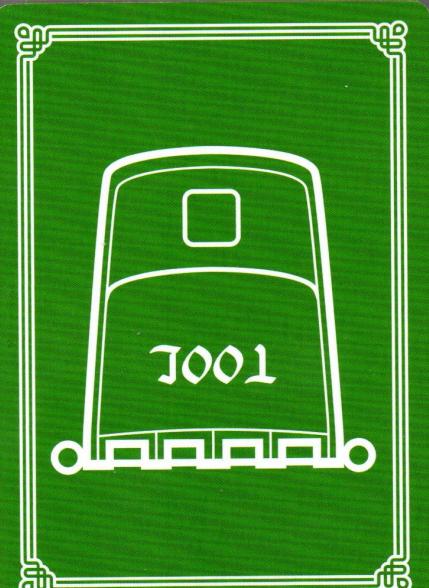
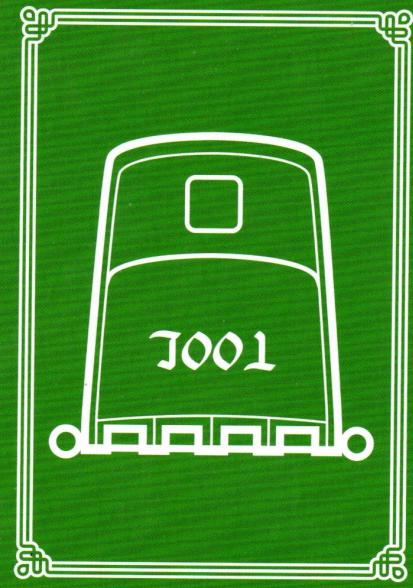
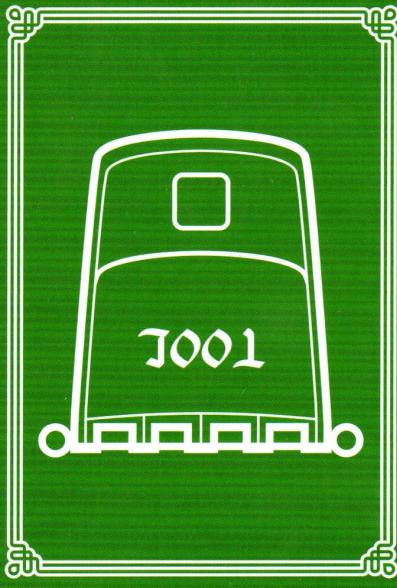
...but you can't
discern between
friend and foe.

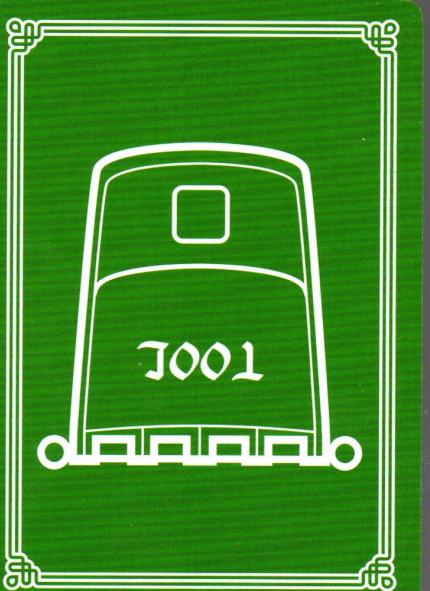
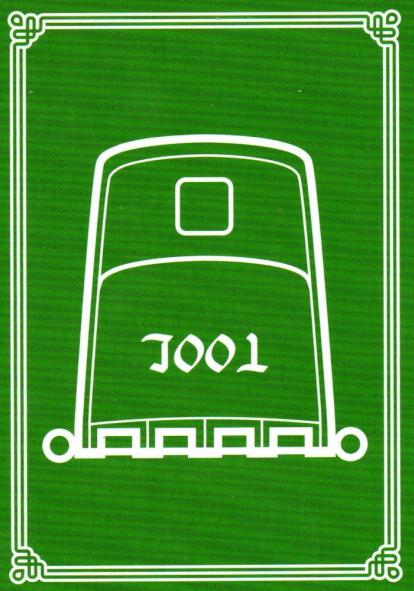
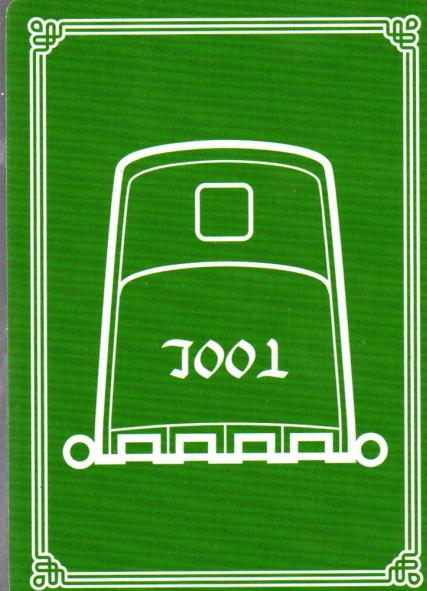
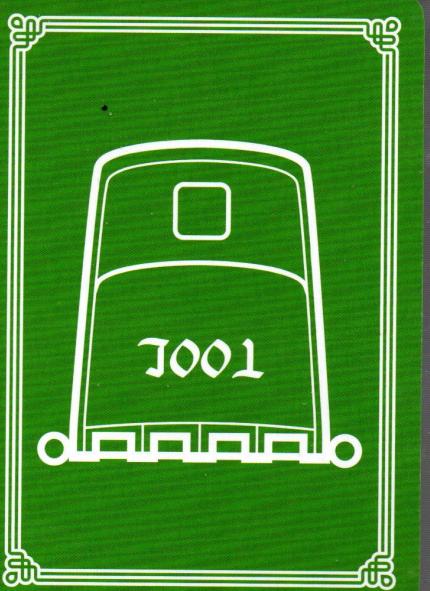
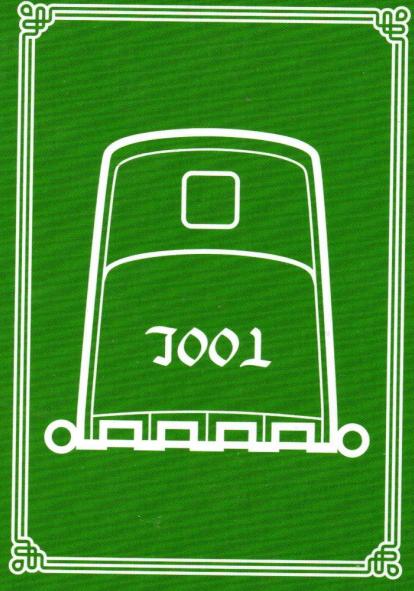
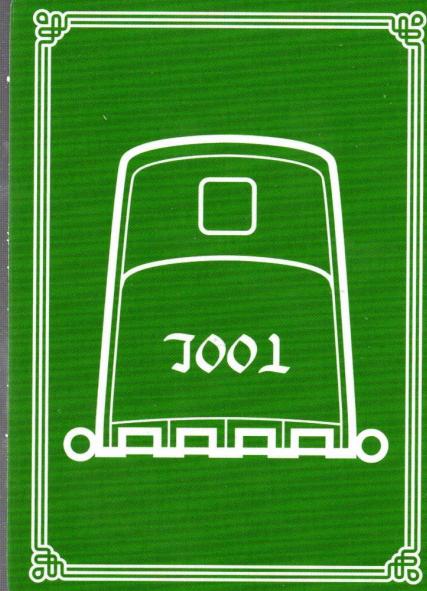
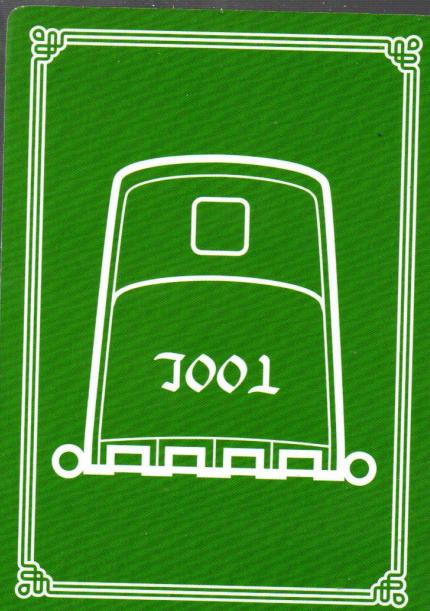
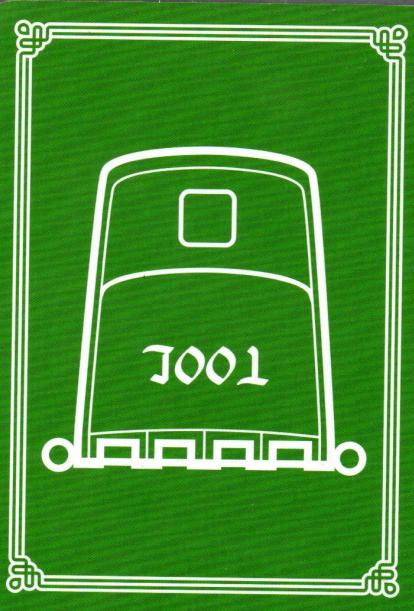
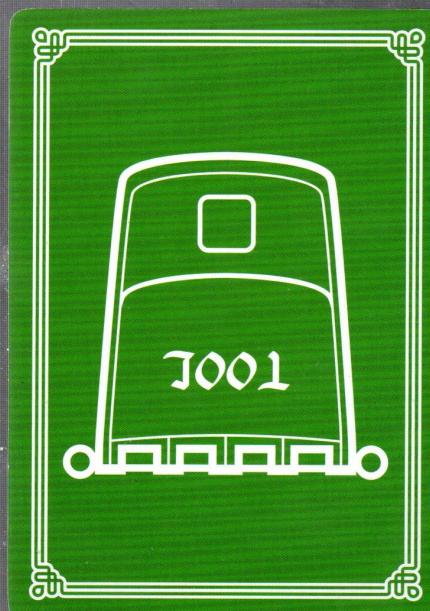


...and the enemy
has spies,
many spies with
many eyes!



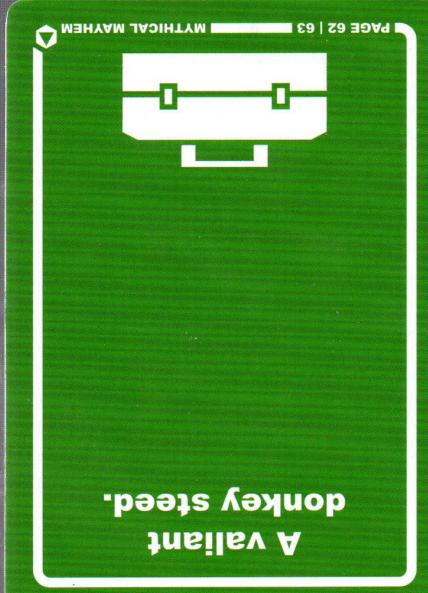
...that you were
totally suckered
into thinking
was magic.



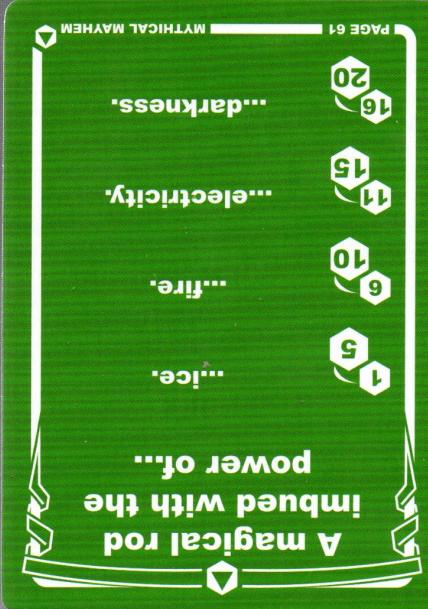




Some
dangerous words.
interpretive

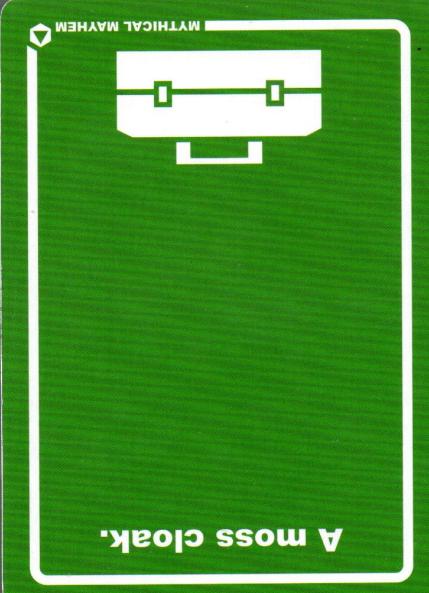


A valiant
donkey steed.

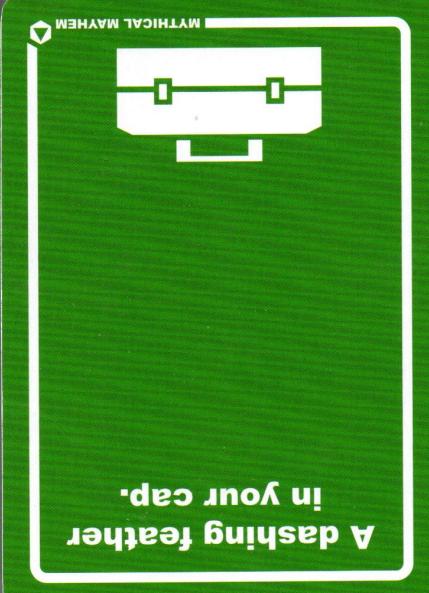


A magical rod
imbued with the
power of...

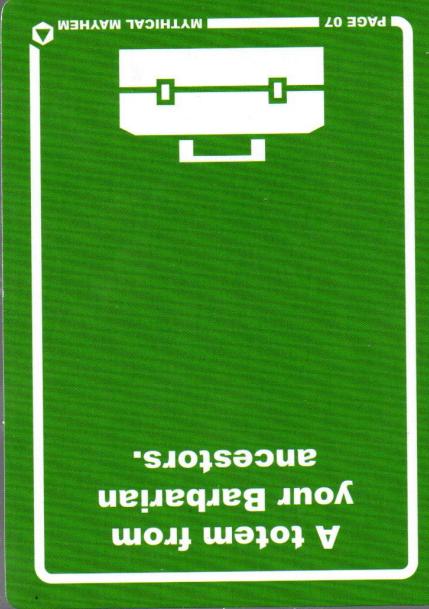
20
16
15
11
10
6
5
1



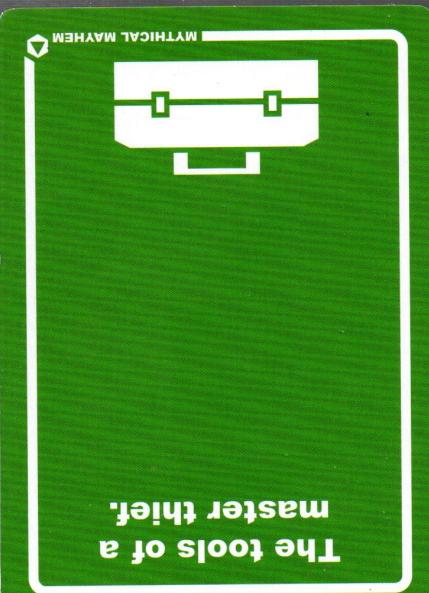
A moss cloak.



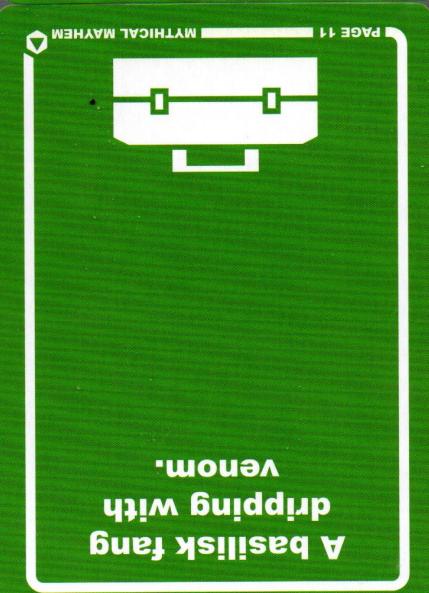
A dashing feather
in your cap.



A totem from
your Barbarian
ancestors.



The tools of a
master thief.



A basiliskfang
dripping with
venom.



An eyepatch that
lets you see
behind you.

A blank magic scroll.

A patent pending pocket Elf.

A mouse knight sworn to your service.

Some dragon's breath in a flask.

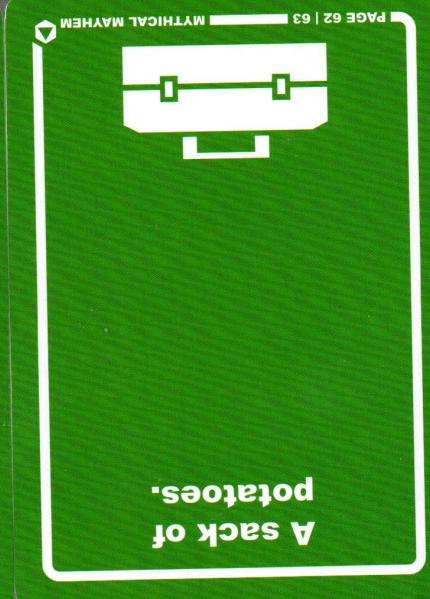
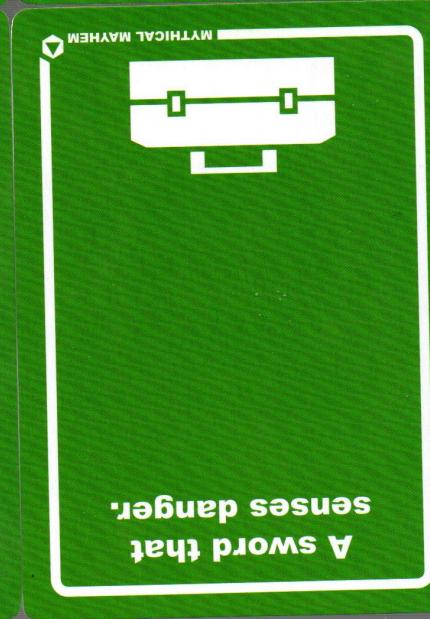
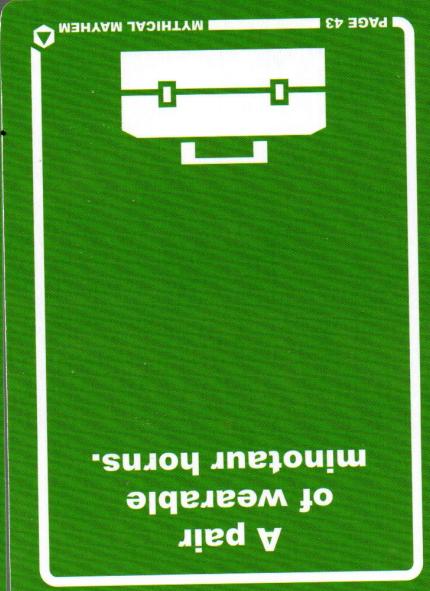
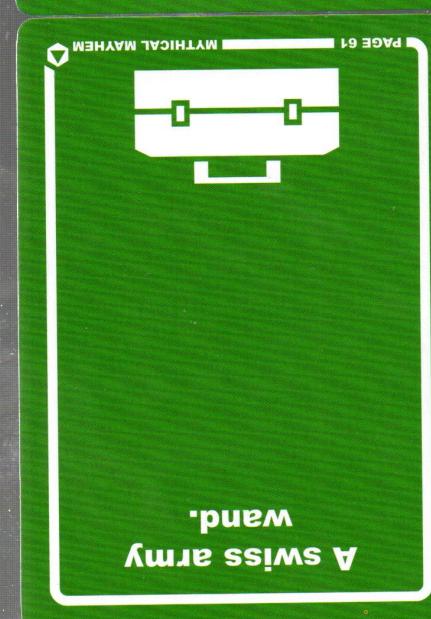
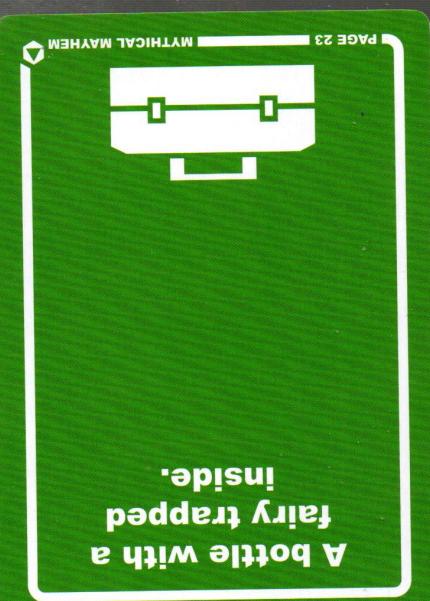
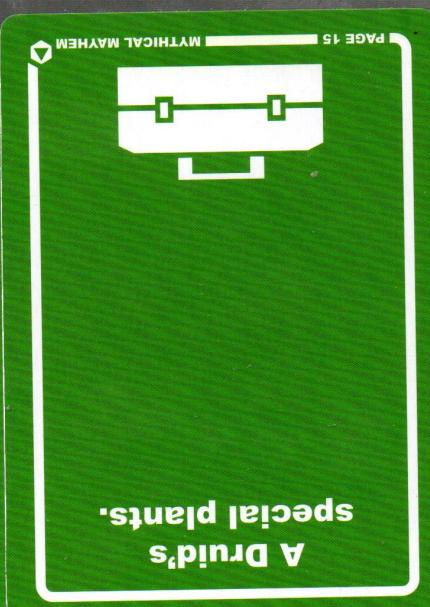
A suit of armor made from tree bark.

A unicorn's horn.

A bardic battle piano.

A crown of telepathy.

A pair of winged boots.



A feathered
pen of a
mysterious bird.

A Druid's
special plants.

A bottle with a
fairy trapped
inside.

A Swiss army
wand.

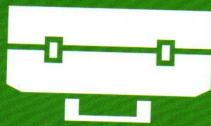
A lioncloth of
ogre strength.

A pair
of wearable
minotaur horns.

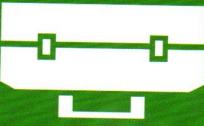
Some sticky
spider rope.

A sword that
senses danger.

A sack of
potatoes.



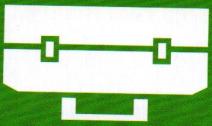
A bag full of
various dice of
various sizes.



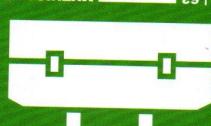
A dragon suit.



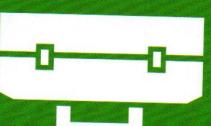
A bestiary.



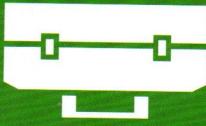
A magnifying
glass that can see
traces of magic.



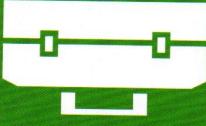
A giant beast
equipped for
battle.



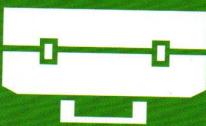
A mirror shield.



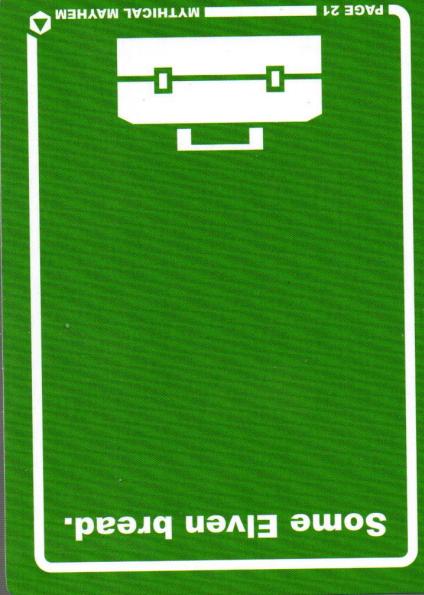
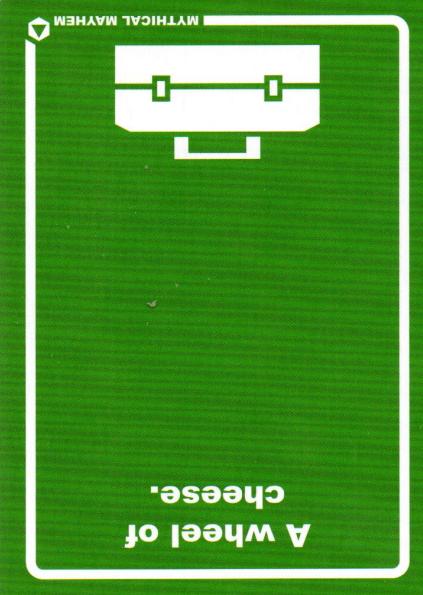
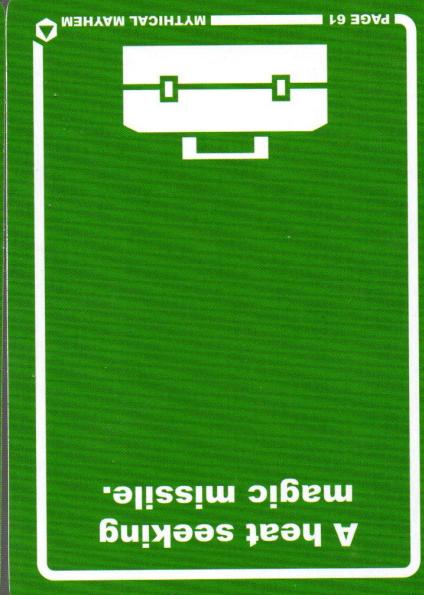
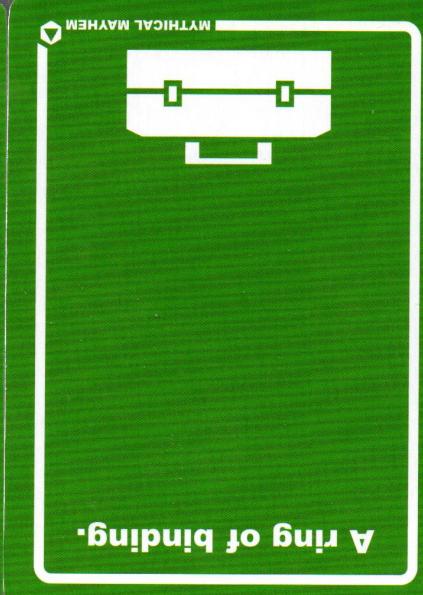
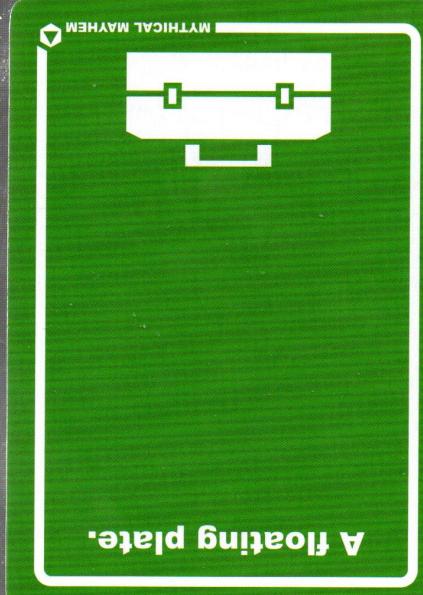
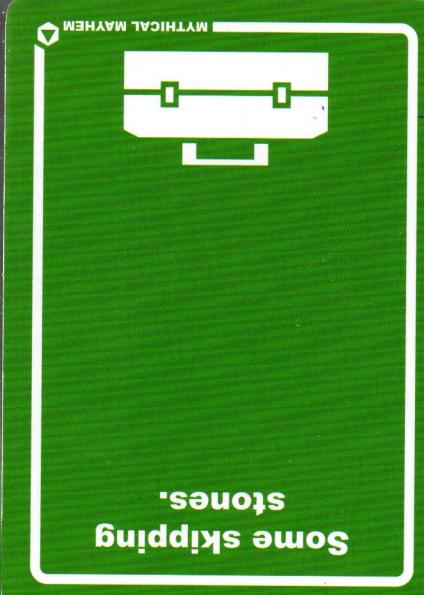
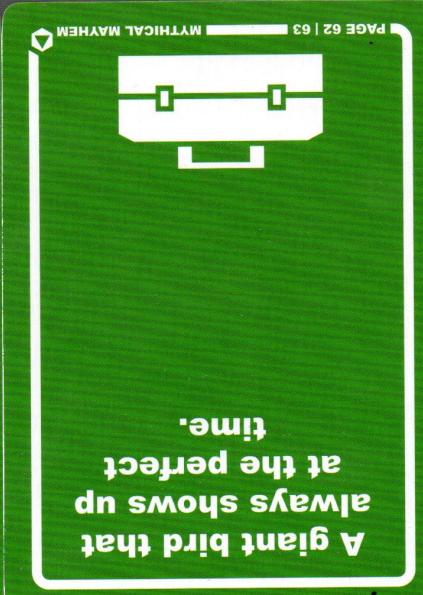
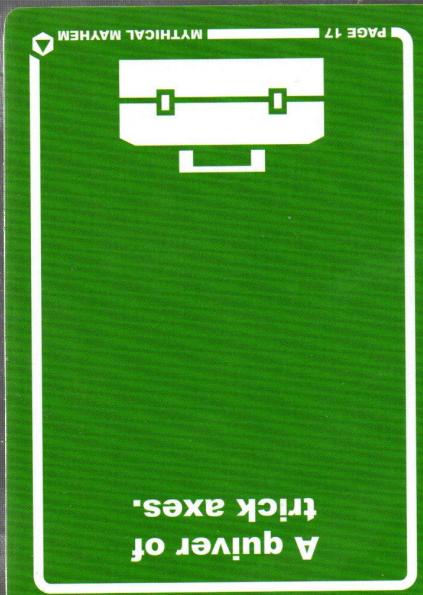
A candle with an
eternal flame.

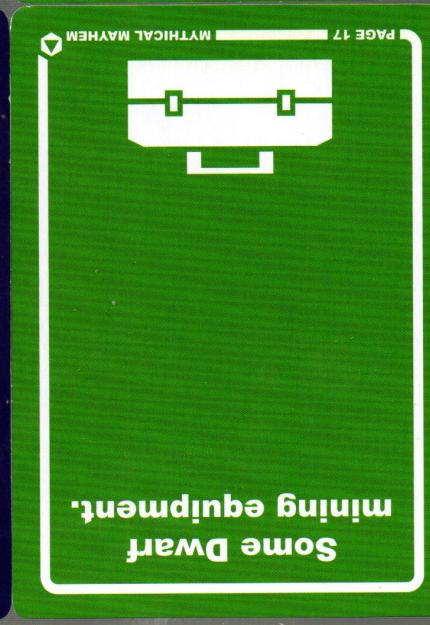
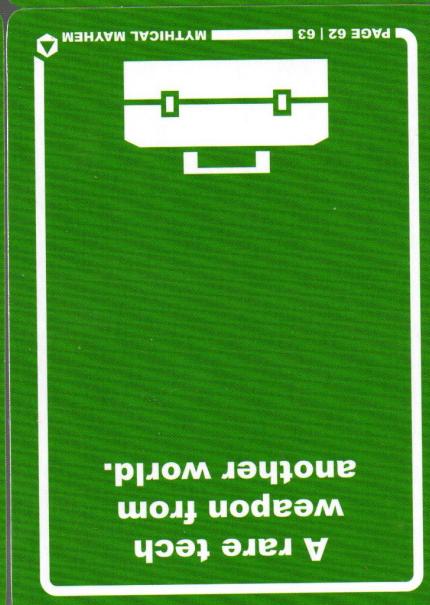
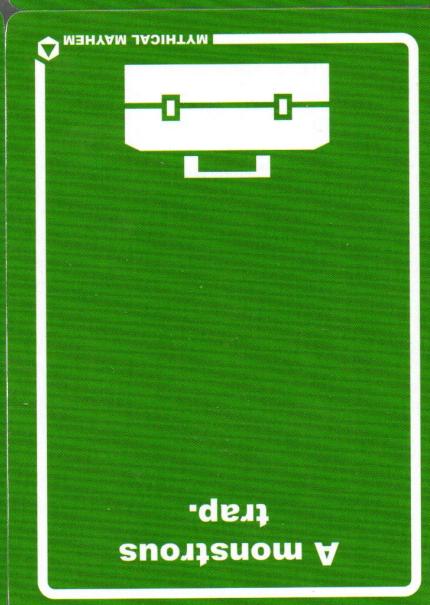
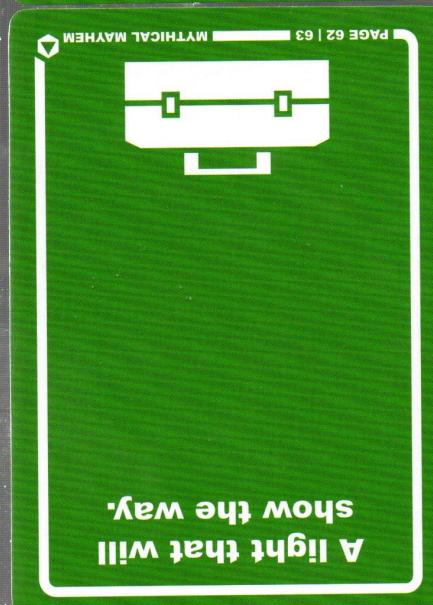
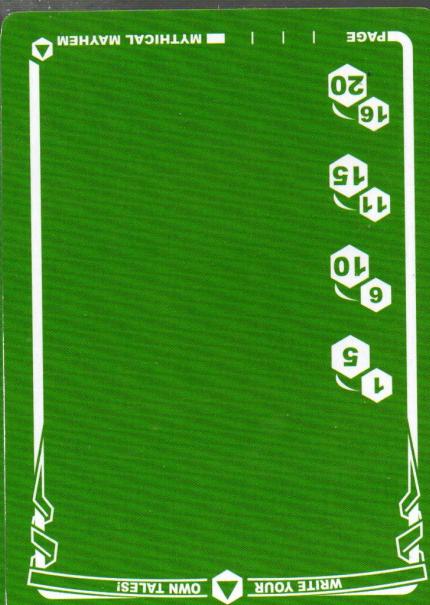
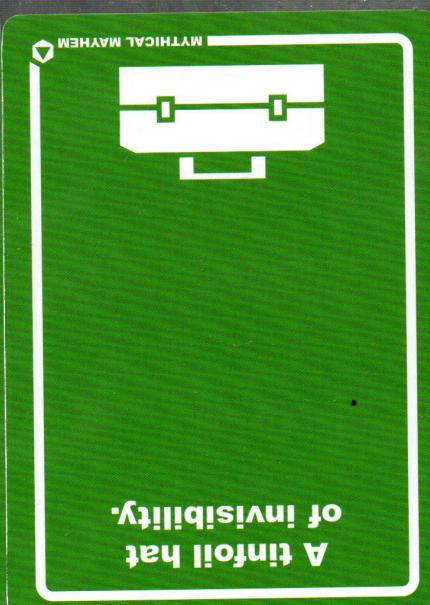


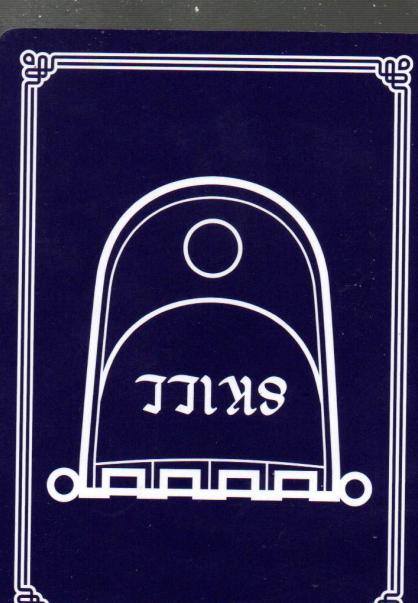
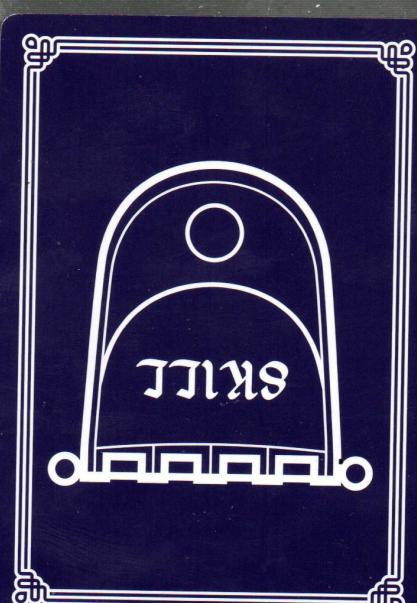
A bracelet
of bracing.

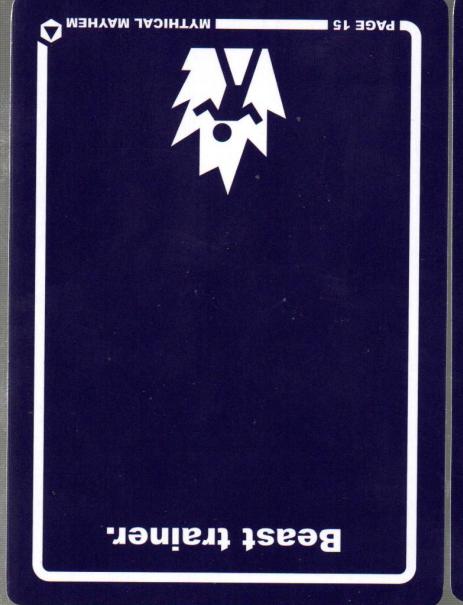
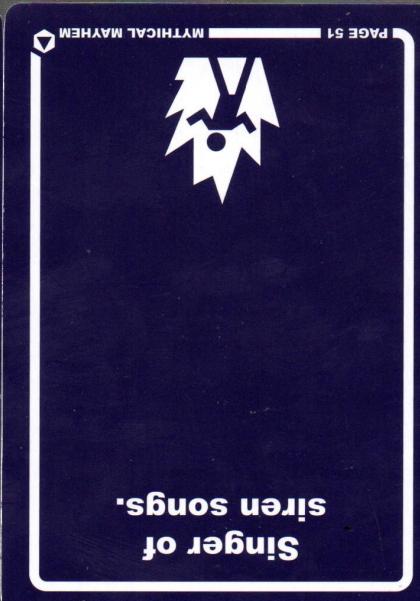


A horn that
calls the horde.









Contagious
morale.



Singer of
siren songs.



Dragon-kin.



You are a readily
disposable NPC.



A Card Carrying
Captain of the
Guild of Guilds.



Possess a
green thumb.



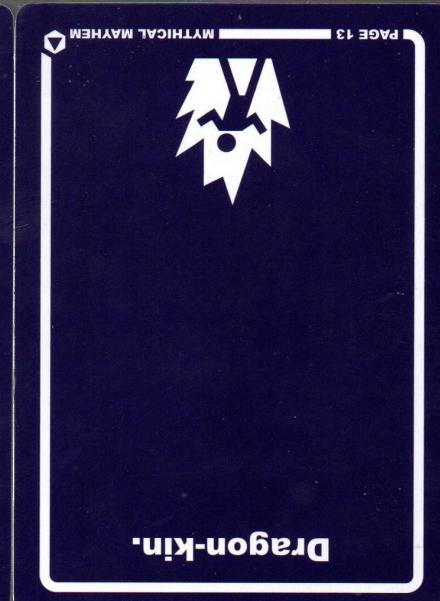
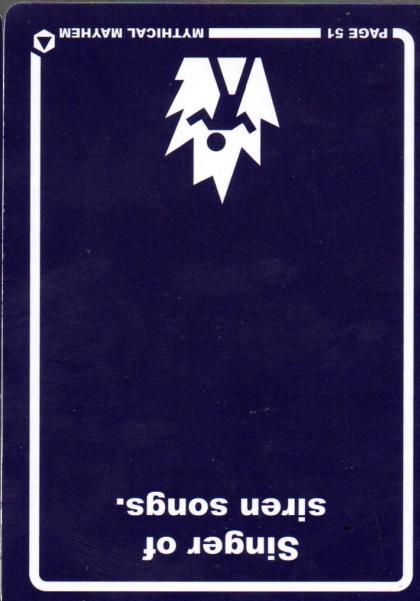
Beast trainer.

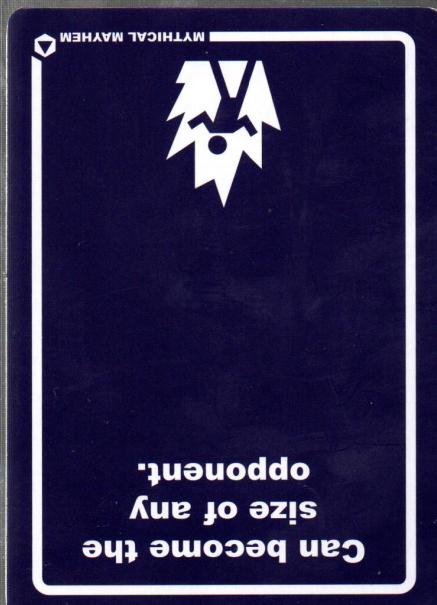


Able to cover
your tracks.

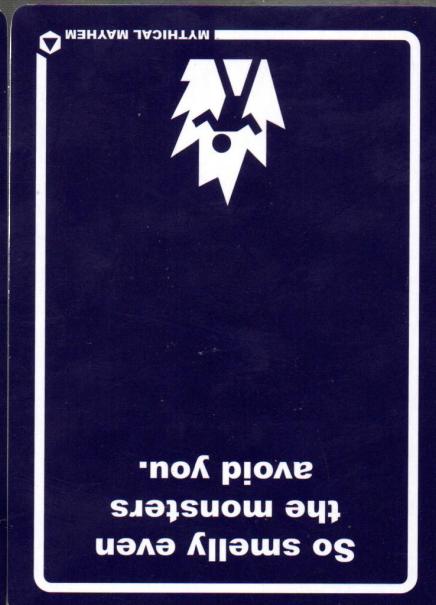


Able to create
golems from the
things around you.

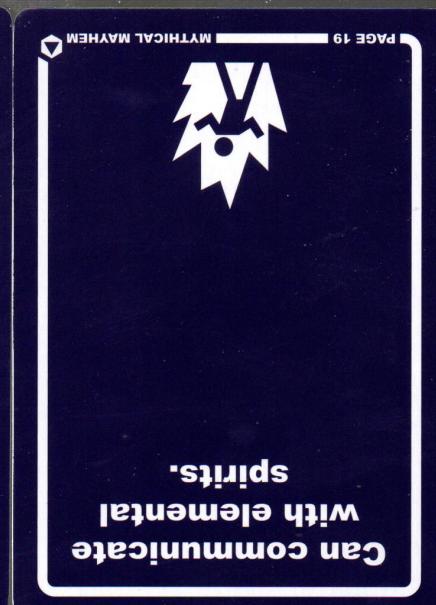




Can become the
size of any
opponent.



So smelly even
the monsters
avoid you.



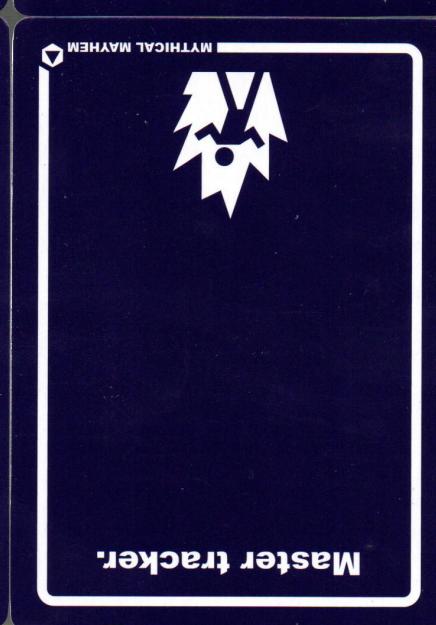
Can communicate
with elemental
spirits.



Telepathic link to
a force greater
than yourself.



Able to
astral project.



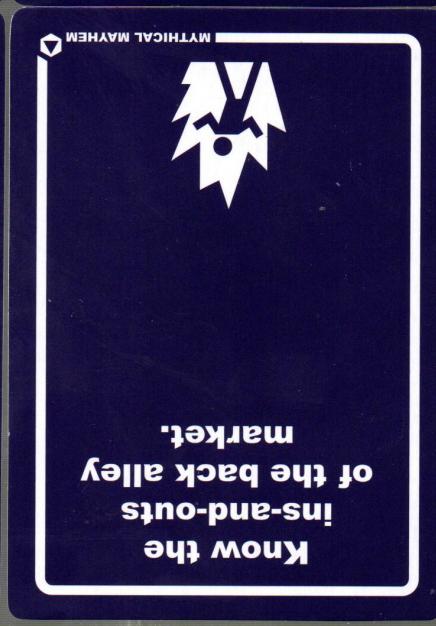
Master tracker.



Invisible hands.

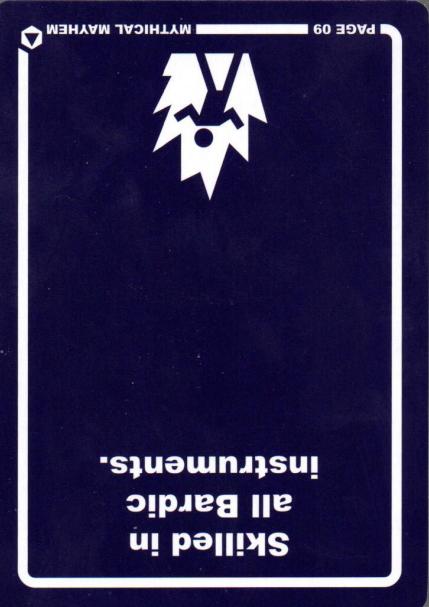
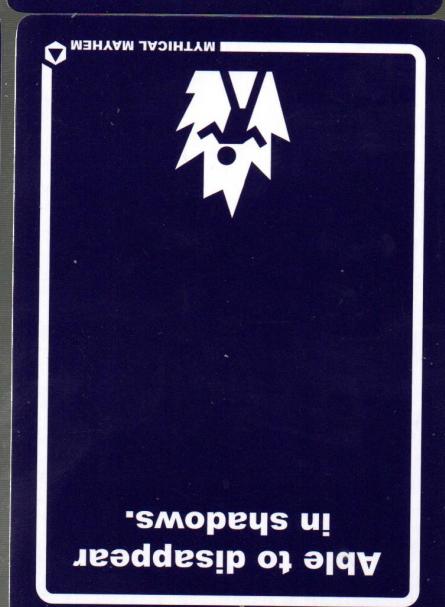
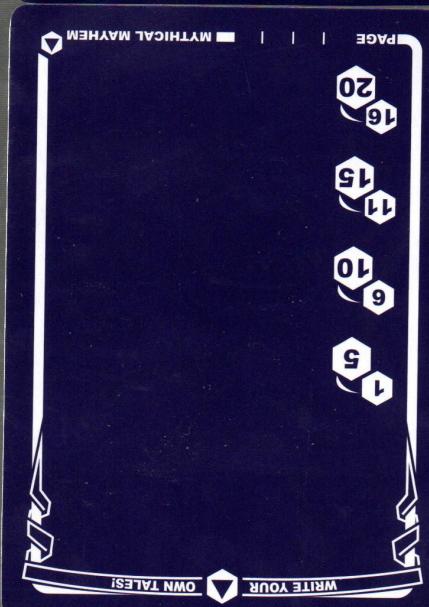
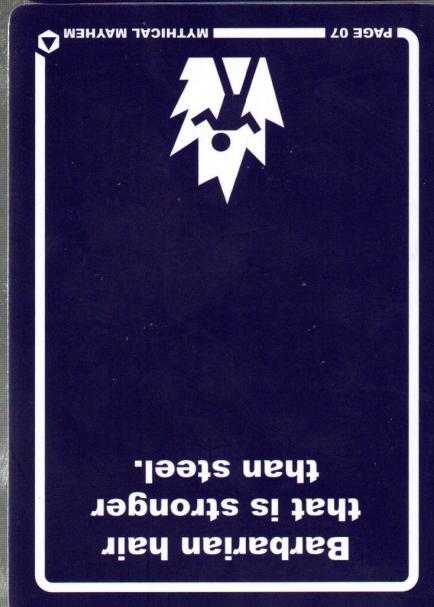
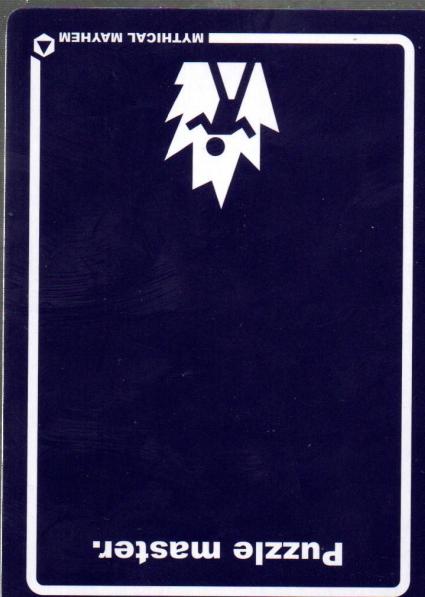


Able to create
rocky terrain.



Know the
ins-and-outs
of the back alley
market.





Fluent in mythic
languages.

Your retreats
are always
expeditious.

Manipulate age.

Can imprint
memories into
others.

Able to nullify
all magic in
your sight.

Able to counterfeit
any object with
great accuracy.

Outstanding
shipwright.

Able to communicate
with magical creatures.

Ice breath.



Your retreats
are always
expeditious.



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expeditious.





Trap master.



Apprentice.
Master



Able to
repel water.



PHD in Dwarfish
customs.



Able to time
delays your
attacks.



Able to control
the dead.



Shape shifter.

